

AMIGA CD³²

Commodore

L A S T

NINJA



System 3 presents Last Ninja 3

Players Guide for Commodore CD32

The story

The Ninjitsu, had become the most feared warriors of their day and were feared by even the most powerful Samurai. Known as the Mystic Shadow

Warriors, they were the elite fighting force of the ninth century feudal Japan. Dedicated to fine tuning their bodies into killing machines, their mastery of weapon craft, assassination, stealth and invisibility led many to believe them to be invincible if not immortal.

Centuries later and only Armakuni, the Last Ninja, remains. Still as proud as ever, still as valiant in battle, he strives to further uphold the moral strengths of God, against the persistent scourge of his arch enemy Kunitoki's relentless spread of evil.

Kunitoki is the evil Shogun of the Ashikaga clan who has long envied the powers of the Ninja and would do anything to acquire the Ninjitsu knowledge. To this end he has sworn to an oath to their total destruction. This oath has led the evil Shogun into many battles with the Last Ninja, who himself has

dedicated his very existence to avenging the mass slaughter of the Ninja brotherhood, centuries ago, by the twisted Shogun. Their clashes against the vortex of time and space were nothing short of epic, their hatred for one another timeless.

The struggle of Good versus Evil has taken Armakuni to the island of Lin Fen, the shrine of the white Ninja, to halt the wrath of Kunitoki and to protect the further teachings of the vital Koga scrolls. Armakuni had been victorious but not 100% decisive as Kunitoki slipped his grasp.

Years later, Armakuni had been dragged across time to modern day New York, as again Kunitoki's ideas of corruption looked set to threaten modern day ideals. This was supposed to be their last battle, Armakuni's determination had sworn to that, but yet again the Shogun had slipped away. Humiliated, supposedly defeated in spirit and hopefully humbled to the fact that Good will always purvey over Evil.

The struggle in New York had left the Last Ninja battle-weary from countless confrontations with Kunitoki's henchmen, distraught that this age old adversary had again eluded him, but resolute that one day his timeless mission would bear the fruits of his persistence.

As time drifted by, the Ninja's role within his own society was of a rather more tranquil existence in comparison to his earlier exploits, but he knew the necessity of his work, the importance of again building a new Ninja brotherhood from his personal knowledge and the mystical teachings of the

closely guarded koga scrolls. Armakuni felt comfortable once more as the teacher and accepted his duties with great passion and commitment, as he had prior to his historic battle in modern day New York.

A stronger order of Ninja slowly began to take shape as masters from the pre-New York era mingled with the young class of '91. During a strenuous training session, a strange feeling came over the class. It was as if time had abruptly stood still. As Armakuni rose from his meditating position a strange pulsating light enshrouded him. The older members of the class knew what was happening, they had seen it all before and fervently tried to calm the younger spiritual Ninjitsu masters who were again calling on Armakuni, the Last Ninja, for another dangerous mission.

The intensity of the light grew around Armakuni until all who were witnessing the scene were forced to cover their eyes. He knew what was happening, he knew there was unfinished business dating back many centuries. To him it felt as though his gut was turning inside out, as a deep determination coupled with his inner mystical energies began to take over and prepare him for the inevitable battles that must lie ahead. He knows who the ancient masters want him to defeat, after all he has lived for this day ever since his pride was dented by his arch enemy again escaping his grasp in New York. Relieved his masters had at last found Kunitoki again, his only apprehension was the location. Where would he have to ply his trade? What new time scale would he have to become accustomed to? How much more advanced would the new realm of Kunitoki's henchmen be in battle? And ultimately how strong had his deadly rival been allowed to grow in the time lapsed since their last meeting? No doubt

all these questions would be answered in time as slowly Armakuni woke from the darkness of deep sleep.

He recognised the location from their earlier studies and heaved a great sigh of expectation as he understood immediately where he had been sent and indeed why.

Armakuni was back in the very heart of Ninjitsu Spiritualism. He had been brought to Tibet, the Tibetan mountains to be precise and the location of his latest exploits were to be the Tibetan temples. These mystical Buddhist temples house the source of inner-power to the Ninja. A temple is divided into six chambers, each depicting one of the elements are EARTH, WIND, WATER, FIRE, LIMBO and VOID.

No one had entered the inner chambers of the temples before and so there was no knowledge of what would greet any would-be explorer. Void would be an unknown entity to a Ninja familiar only with the ways of old and whose weaponry would seem somewhat primitive to any "Space-age Assassin" who lurked within this futuristic chamber and who strove to carry out the outlandish orders of their new dictator. Weaponry is, however, just a tool for the Ninjitsu strength. Master of a move the Last Ninja knows he is up to the task but knows not how long his task will take.

Armakuni takes a moment to meditate but suddenly experiences a strange and chilling sensation. He already knows he would have to confront Kunitoki once

again, but his force seemed so powerful this time, more so than ever before. He had been allowed to grow in strength for far too long, surely the elders should have found him earlier. Aramakuni did not need telling, the sinister truth of why Kunitoki was here was all too apparent. He was here to corrupt the mystical Buddhist temples, to crush their inner power so symbolic to the strength of the Last Ninja.

Not able to defeat Aramakuni in the past with mortal combat, the evil Shogun has turned to the spiritual aspect of the Ninjitsu to act out his particular form of corruption. All the learning Ninja brotherhood rely on the Tibetan temples for spiritual guidance and strength, without this they would be no more. Kunitoki has seized upon this opportunity to destroy the knowledge he could never have and the enemy, he could never defeat.

Never was Aramakuni's task more important...

Never would the unacceptable result of failure be more damaging...

It would seem New York was just the beginning.

Their distaste for each other has grown for centuries, but then...

**Real hatred
is timeless.**

Joypad controls

Basic Movement

To change the direction the Ninja is facing, roll the direction pad through all the positions until you are facing the direction you want.

- | | |
|-------------------|--|
| To walk forwards | Press the direction pad in the direction the Ninja is facing. |
| To walk backwards | Press the joypad in the opposite direction to the one the Ninja is facing. |

Special Movements

- | | |
|-------------------|---|
| Turning the Ninja | Roll the direction pad through all the positions until you are facing the direction you want. |
| Somersault | If the fire button is pressed while the Ninja is moving, then he will somersault in that direction. |
| Pick Up | To pick up objects/weapons the button must be pressed and the direction pad pressed down-left or down-right (diagonal). |

NOTE: *This move is also used at certain points of the game for placing objects in a desired order or position.*

Joypad controlled fighting movements

To activate fighting moves, the Ninja should be stationary and the red button pressed.

Unarmed Moves

Kick - Down

Punch - Up

Armed Moves (Sword, Nunchakas and Staff)

Stab - Up

Cross Slash - Right

Overhead Slash - Left

Kick - Down

Block Move - Walk back and fire

Throwing Moves

Throw - Right or Left

Buttons

Red - Action Button

Yellow - Pick up

Blue - Change item in hand

Green - Music and SFX on/off

General tips

The first aspects of the game you should master are the joypad controls. The highly interactive nature of the game is required because of some of the complex moves the Ninja character has to perform. A high level of competence at the controls will enhance your game play considerably.

Because of the adventure elements our second suggestion is that you should get into the habit of recording what happens on each screen. This will enable you to obtain higher scores with repeated play.

The last point is, never take anything for granted - some things are not as they appear. Be curious, nosy, etc. and examine everything.

1. NINJA ENERGY LEVEL -

Lessons each time Ninja takes a hit, etc.-does not replenish.

2. ENEMY ENERGY LEVEL -

Works the same as above but does not replenish once an enemy is defeated, enabling the enemy to get up and fight again.

3. **BUSHIDO INDICATOR** -In the form of a dragon and at start of game appears orange but gradually turns green as Bushido power is obtained. To leave a screen without defeating an opponent is to lose honour and you will be deducted Bushido.
4. **WEAPON/OBJECT WINDOW** -
Weapons and objects found appear in this window as do the objects that have been specifically selected.
5. **PRAYER WHEEL** -Opens to reveal object/weapon to be picked up on a certain screen. When an object appears, it means the object is nearby. You have to try picking up within that area once you find the spot the object will then be added to your inventory.

NOTE: Bushido is relevant to the completion of the game and your overall strength, for example, by taking on and defeating enemies with the correct weapon, your Bushido power increases. The same applies when you take on an armed enemy using only "hand-to-hand" combat. This is more difficult but rewarded with substantial Bushido power. To leave a screen without defeating an opponent is to lose honour and you will be deducted Bushido.

There will now follow a complete playing guide to Level One. This should enable the game player to get the feel for this type of game and prepare the player for the difficulties that lay within the levels ahead. Do not read on if you wish to complete this game without our help.

Playing guide to level One

There are 3 weapons to be picked up on this level. The sword, shurikin stars (5 in one go) and the Nunchakas, which have to be made. This is done by picking up wooden branches, which will become the handles, and picking up a chain from the hanging flower baskets to link together.

First screen - Pick up Leather Glove.

Outside a group of two huts, are Roofilers Nails. Picking these up, combined with the glove, creates a Climbing Glove.

Select climbing glove and climb cliff on screen where you picked up the chain. Pick up Glass Lamp, which replenishes energy and allows to pick up gunpowder.

Pick up Gunpowder to create a Bomb.

Go back to Upper Platform at the Rock screen and place the orb/gunpowder bomb beside the rock. An explosion drops the rock to the platform.

Pick up scroll which is now accessible by the newly formed Rock Platform. Defeat end of level guardian. Exit level through doorway.

NOTE: *Exit scroll has to be found on each load to exit that level. Extra lives are found in the form of Portions on every level.*

Good Luck...

System 3 Arcade Software

Thank you for buying Last Ninja 3.

We have been producing quality entertainment software for over ten years and in that time we have created some of the most exciting and original games.

By combining the talents of the best programmers, graphic artists, musicians and game designers we strive to provide you with the highest quality games and the maximum in entertainment value.

We hope that you will enjoy playing Last Ninja 3 and look forward to entertaining you again with our other great games.

Mark Cale
Managing Director



© All rights reserved

System 3 Arcade Software Limited 1994



System 3 Arcade Software Limited
18 Peterborough Road, Harrow, Middlesex, HA1 2BQ